

5.3) View Toggle

This icon has no sliding panel and is located on the desktop at all times.

Left clicking this icon snaps between first and third perspectives. This icon has no effect when no vehicle or mini-figure is selected. It is also rendered inoperable when there are more than one vehicle or mini-figure selected.

There are seven ways in which this toggle can operate when the player is in 3rd person perspective:

- a) If the player has no units directly selected, and they are in 3rd person perspective, they can left click on the 'View Toggle' icon which will change the mouse cursor to 'unit view select'. When placed over a mini-figure or vehicle, the mouse pointer will then change to 'unit view select - OK'. Left clicking on this unit will snap to 1st person perspective with this unit.
- b) If the player has no units directly selected, and they are in 3rd person perspective, they can left click on the 'View Toggle' icon which will change the mouse cursor to 'unit view select'. When placed over a building or installation, the mouse pointer will then change to 'unit view select – Can't do'. If the player left clicks on the icon, the 'Text Panel' is opened with the message "Select one mini-figure or building."
- c) If the player has no mini-figures or vehicles directly selected, and they are in 3rd person perspective, they can left click on an available mini-figure or vehicle and then the 'View Toggle' icon which will snap to a 1st person view from this unit.
- d) If the player has one mini-figure or vehicle directly selected, and they are in 3rd person perspective, they can left click on the 'View Toggle' icon which will snap to a 1st person view from this unit.
- e) If the player has more than one mini-figure or vehicle selected and the mouse pointer is moved over the 'View Toggle' icon, the mouse pointer will change to 'unit view select – Can't do.' If the player left clicks on the icon, the 'Text Panel' is opened with the message "Select one unit only."
- f) If the player has any combination of units that include a building or an installation or a single building or a single installation they will not be able to go to 1st person perspective. If the player left clicks on the 'View Toggle' icon, the 'Text Panel' is opened with the message "Select one mini-figure or building."
- g) If the player has no units directly selected, and they are in 3rd person perspective, they can left click on the 'View Toggle' icon which will change the mouse cursor to 'unit view select'. While over anything other than an object created by the player, i.e. terrain, creature's etc., the mouse pointer will not change and the mouse buttons have no effect.

When the player is in 1st person perspective, they can return to 3rd person perspective at any point by left clicking on the 'View Toggle' icon. The mini-figure or vehicle will remain selected unless the player decides to deselect it.